

## HEARTLAND INSTRUCTIONS

ENGLISH

### **Tape**

When the first section of this programme has loaded press **STOP** on your recorder and make a note of the tape counter number. You will then be able to play the game to the end of the first level.

When you have completed the first level, the book at the top of the screen will flash and a siren will sound. This is to tell you to move back to the start of the game and teleport to the next level. To do this, stand by the side of the bed and press the **FIRE** button. This will enter you into the tape loading section. Starting from the tape counter number recorded at the end of loading the first section, press **PLAY** on your tape recorder. The second level will then automatically load. When the loading has finished, stop your tape recorder and make a note of the new tape counter number. You can now resume play on the new level. Repeat this process for each consecutive level thereafter. It is important to note the tape counter number in order to correctly load each level.

### **Disk**

The process is the same as for the tape version except the new level will automatically load once the **FIRE** button has been pressed. Therefore, you are not required to note tape counter numbers.

### **Tape loading instructions**

**464** Tape **RUN**" or press **CONTROL** and **ENTER** together, then press **PLAY**

**664** Hold down **SHIFT** and press the @ key, type **TAPE**, then press **RETURN**

**6128** Hold down **SHIFT** and press the @ key, type **TAPE**, then press **RETURN**

### **Disk loading instructions**

Type **RUN "HEART"**